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1 Distributed systems - programming and management: On remote procedur

Patrícia Gomes Soares

November 1992 Proceedings of the 1992 conference of the Centre for Advanced St
Volume 2

Full text available: pdf(4.52 MB)

Additional Information: full citation, abstract, referer

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is descri
of the mechanisms that support it. An overview of works in supporting these r
the paradigm that have been proposed to enlarge its suitability, are studied. 1
a standard view and classification of RPC mechanisms according to different p
paradigm in use today and of goals for t ...

2 Retargetable Compiler Code Generation

Mahadevan Ganapathi, Charles N. Fischer, John L. Hennessy


December 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 4

Full text available: pdf(1.93 MB) Additional Information: full citation, references, citings, index terms

3 A formal model and specification language for procedure calling convention

Mark W. Bailey, Jack W. Davidson

January 1995 Proceedings of the 22nd ACM SIGPLAN-SIGACT symposium on Principles of Programming Languages

Full text available:  pdf(1.50 MB)

Additional Information: full citation, abstract, references, citations

Procedure calling conventions are used to provide uniform procedure-call interfaces for compilers, interpreters, and debuggers, which generate, or process procedures at the machine-language level of the calling convention. In this paper, we develop a formal model for procedure calling conventions. Using this model, we are able to ensure several properties of completeness and consistency. Currently, applications that manipulate procedure calling conventions are ...

4 Reconciling responsiveness with performance in pure object-oriented languages

Urs Hölzle, David Ungar

July 1996 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(537.19 KB)

Additional Information: full citation, abstract, references, citations


Dynamically dispatched calls often limit the performance of object-oriented programming. Encouraging factoring code into small, reusable units, thereby incurring expensive operations. Frequent calls not only slow down execution with the dispatch, but also importantly they hinder optimization by limiting the range and effectiveness of optimizations. In particular, dynamically dispatched calls prevent standard optimization techniques from being applied to the code. ...

Keywords: adaptive optimization, pause clustering, profile-based optimization

5 High-Level Language Implications of the Proposed IEEE Floating-Point Standard

Richard J. Fateman

April 1982 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(1.26 MB)

Additional Information: full citation, references, index terms

6 Integrating GNAT and GCC

Richard Kenner


November 1994 Proceedings of the conference on TRI-Ada '94

Full text available:  pdf(1.03 MB) Additional Information: full citation, references, citations, index terms

7 Profile guided code positioning

Karl Pettis, Robert C. Hansen

June 1990 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1990 conference and implementation, Volume 25 Issue 6

Full text available:  pdf(1.43 MB)


Additional Information: full citation, abstract, references, ci

This paper presents the results of our investigation of code positioning technique input into the compilation process. The primary objective of the positioning is instruction memory hierarchy. After initial investigation in the literature, we did the Hewlett-Packard Precision Architecture (PA-RISC). The first, built on top of whole procedures. This ...

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced S

Full text available:  pdf(4.21 MB)


Additional Information: full citation, abstract, references

Understanding distributed applications is a tedious and difficult task. Visualizations are often used to obtain a better understanding of the execution of the application. Poet, an event tracer developed at the University of Waterloo. However, these do not provide the user with the desired overview of the application. In our experiments, occurrences of non-trivial communication ...

9 Sifting out the mud: low level C++ code reuse

Bjorn De Sutter, Bruno De Bus, Koen De Bosschere

November 2002 ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on programming, systems, languages, and applications, Volume 37 Issue 1

Full text available:  pdf(1.35 MB)

Additional Information: full citation, abstract, references, ci

More and more computers are being incorporated in devices where the available memory contrasts with the increasing need for additional functionality and the need for object-oriented programming languages, providing mechanisms such as inheritance. In the development of complex applications, they have a detrimental effect on programming techniques to reuse the code of whole procedures at the ...

Keywords: code compaction, code size reduction

10 Compiler techniques for code compaction

Saumya K. Debray, William Evans, Robert Muth, Bjorn De Sutter

March 2000 ACM Transactions on Programming Languages and Systems (TOPLA)

Full text available:  pdf(409.20 KB)

Additional Information: full citation, abstract, references, citing

In recent years there has been an increasing trend toward the incorporation of code compaction techniques into compilers, where the amount of memory available is limited. This makes it desirable to transform code where possible. This article explores the use of compiler techniques to accomplish this. The main contribution of this article is to show that careful, aggressive code compaction, together with procedural abstraction ...


Keywords: code compaction, code compression, code size reduction

11 Self-assessment procedure VIII: a self-assessment procedure dealing with

Peter Wegner

October 1981

Communications of the ACM, Volume 24 Issue 10


Full text available:  pdf(2.41 MB)

Additional Information: full citation, references, citations, ir

12 The architecture of the EXODUS extensible DBMS

Michael J. Carey, David J. DeWitt, Daniel Frank, M. Muralikrishna, Goetz Graefe,

September 1986 Proceedings on the 1986 international workshop on Object-oriented

Full text available:  pdf(1.08 MB)


Additional Information: full citation, abstract, references, ci

With non-traditional application areas such as engineering design, image/voice applications, and artificial intelligence systems all clamoring for ways to store volumes of data, it is clear that traditional database technology has been pushed to its limits. No single database system will be capable of simultaneously meeting the functional requirements of such a diverse set of applications ...

13 VCODE: a retargetable, extensible, very fast dynamic code generation system

Dawson R. Engler

May 1996 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1996 conference on programming language design and implementation, Volume 31 Issue 5

Full text available:  pdf(1.34 MB)

Additional Information: full citation, abstract, references, ci


Dynamic code generation is the creation of executable code at runtime. Such a powerful technique, enabling applications to use runtime information to improve performance, has been used in a wide variety of contexts [4, 8, 20, 22, 23]. Unfortunately, previous general-purpose dynamic code generators have been either inefficient or non-portable. We present VCODE, a retargetable, extensible dynamic code generation system. An important feature of VCODE is that it generates code that is portable across a wide range of architectures ...

14 Algorithm 711; BTN: software for parallel unconstrained optimization

Stephen G. Nash, Ariela Sofer

December 1992

ACM Transactions on Mathematical Software (TOMS), Volume

Full text available:  pdf(1.64 MB)

Additional Information: full citation, abstract, references, citir


BTN is a collection of FORTRAN subroutines for solving unconstrained nonlinear runs on both Intel hypercube computers (distributed memory) and Sequent cc take advantage of vector processors if they are available. The software can al simulate the performance of a parallel computer. BTN is a general-purpose al with a large numbers of variables and suitab ...

Keywords: conjugate gradient method, nonlinear optimization, parallel compu

15 Efficient software-based fault isolation

Robert Wahbe, Steven Lucco, Thomas E. Anderson, Susan L. Graham

December 1993 ACM SIGOPS Operating Systems Review , Proceedings of the four systems principles, Volume 27 Issue 5

Full text available:  pdf(1.49 MB)

Additional Information: full citation, abstract, references, ci

One way to provide fault isolation among cooperating software modules is to However, for tightly-coupled modules, this solution incurs prohibitive context present a software approach to implementing fault isolation within a single ad First, we load the code and data for a distrusted module into its own *fault do* application's address space ...

16 Register allocation for software pipelined loops

B. R. Rau, M. Lee, P. P. Tirumalai, M. S. Schlansker

July 1992 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1992 conferer and implementation, Volume 27 Issue 7

Full text available:  pdf(1.84 MB)

Additional Information: full citation, abstract, references, ci

Software pipelining is an important instruction scheduling technique for efficie loops and executing them in parallel. This paper studies the task of register al both with and without hardware features that are specifically aimed at support allocation for software pipelines presents certain novel problems leading to un presence of hardware s ...

17 The Flux OSKit: a substrate for kernel and language research

Bryan Ford, Godmar Back, Greg Benson, Jay Lepreau, Albert Lin, Olin Shivers

October 1997 ACM SIGOPS Operating Systems Review , Proceedings of the sixteen systems principles, Volume 31 Issue 5

Full text available:  pdf(2.47 MB)

Additional Information: full citation, references, citings

18 A language-based approach to protocol implementation

Mark B. Abbott, Larry L. Peterson


February 1993 IEEE/ACM Transactions on Networking (TON), Volume 1 Issue 1

Full text available:  pdf(1.88 MB) Additional Information: full citation, references, citings, index terms, review

19 Modern languages and Microsoft's component object model

David N. Gray, John Hotchkiss, Seth LaForge, Andrew Shalit, Toby Weinberg

May 1998 Communications of the ACM, Volume 41 Issue 5

Full text available:  pdf(340.03 KB) Additional Information: full citation, references, citings, index terms, review

20 Integrating segmentation and paging protection for safe, efficient and transp

Tzi-cker Chiueh, Ganesh Venkitachalam, Prashant Pradhan

December 1999 ACM SIGOPS Operating Systems Review , Proceedings of the seven systems principles, Volume 33 Issue 5

Full text available:  pdf(1.54 MB) Additional Information: full citation, abstract, references, ci




The trend towards extensible software architectures and component-based software is driving the need for efficient, and easy-to-use extension mechanisms to enforce protection boundaries in the same address space. This paper describes the design, implementation, and space protection mechanism called *Palladium*, which exploits the segmentation architecture and efficiently supports safe ...

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1 Network Protocols

Andrew S. Tanenbaum

December 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 4

Full text available: pdf(3.37 MB) Additional Information: full citation, references, citations, index terms

2 Link-time optimization of address calculation on a 64-bit architecture

Amitabh Srivastava, David W. Wall

June 1994 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1994 conference and implementation, Volume 29 Issue 6

Full text available: pdf(1.22 MB)

Additional Information: full citation, abstract, references, ci


Compilers for new machines with 64-bit addresses must generate code that w
program is large. Procedures and global variables are accessed indirectly via c
conventions include code to establish the addressability of the appropriate tab
that does not require a lot of memory, all of this can be simplified considerabl
program ...

3 Pen computing: a technology overview and a vision

André Meyer

July 1995

ACM SIGCHI Bulletin, Volume 27 Issue 3

Full text available:  pdf(5.14 MB)

Additional Information: full citation, abstract, citations, i


This work gives an overview of a new technology that is attracting growing interest in the computer industry itself. The visible difference from other technologies is in the means of interaction between a user and a machine, picking up the familiar patterns of this follows a set of consequences that will be analyzed and put into context with new visions. Starting with a short historic ...

4 Geographic Data Processing

George Nagy, Sharad Wagle

June 1979

ACM Computing Surveys (CSUR), Volume 11 Issue 2


Full text available:  pdf(4.20 MB) Additional Information: full citation, references, citations, index terms

5 Level II technical support in a distributed computing environment

Tim Leehane

September 1996

Proceedings of the 24th annual ACM SIGUCCS conference on User

Full text available:  pdf(5.73 MB)

Additional Information: full citation, references, index terms

6 Launching the new era

Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Taka

March 1993

Communications of the ACM, Volume 36 Issue 3

Full text available:  pdf(3.45 MB)

Additional Information: full citation, references, index terms

7 The LOCKSS peer-to-peer digital preservation system

Petros Maniatis, Mema Roussopoulos, T. J. Giuli, David S. H. Rosenthal, Mary B

January 2005

ACM Transactions on Computer Systems (TOCS), Volume 23 I

Full text available:  pdf(715.30 KB)

Additional Information: full citation, abstract, references

The LOCKSS project has developed and deployed in a world-wide test a peer-to-peer system for journals and other archival information published on the Web. It consists of a persistent Web caches that cooperate to detect and repair damage to their copies. Based on this experience, we present a design for and simulation of systems of this kind. It incorporates rate limiting ...

Keywords: Rate limiting, digital preservation, replicated storage

8 Computational Approaches to Image Understanding

Michael Brady

January 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 1


Full text available:  pdf(10.04 MB) Additional Information: full citation, references, citations, index terms

9 Technique for automatically correcting words in text

Karen Kukich

December 1992

ACM Computing Surveys (CSUR), Volume 24 Issue 4

Full text available:  pdf(6.23 MB)

Additional Information: full citation, abstract, references, citing

Research aimed at correcting words in text has focused on three progressively error detection; (2) isolated-word error correction; and (3) context-dependent problem, efficient pattern-matching and n-gram analysis techniques have been not appear in a given word list. In response to the second problem, a variety of spelling correction ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent checking, natural-language-processing models, neural net classifiers, spell checker error patterns, statistical-language models, word recognition and correction

10 Session summaries from the 17th symposium on operating systems principles

Jay Lepreau, Eric Eide

April 2000

ACM SIGOPS Operating Systems Review, Volume 34 Issue 2

Full text available:  pdf(3.15 MB)


Additional Information: full citation, index terms

11 Coherent global motion percepts from stochastic local motions (abstract on

D. W. Williams, R. Sekuler

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: full citation, abstract


A percept of global, coherent motion results when many different localized motions are presented. The percept with dynamic random dot kinematograms in which each element moves with a constant step size. Directions of displacement from frame to frame were chosen with a tendency to see coherent, global flow along the mean of the uniform distribution. Psychometric functions were obtained with ...

12 Multicomputer architectures for real-time perception (abstract only)

Leonard Uhr

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: full citation, #

This paper examines the computing demands that must be met by a system c perception of real-world moving objects. A brief survey is made of the major c have been built, or designed, and of the different sources of potential speed-u exploited. Finally, a number of alternative possible hardware architectures the perception of moving objects are suggested, and ...

13 Face recognition: A literature survey

W. Zhao, R. Chellappa, P. J. Phillips, A. Rosenfeld

December 2003

ACM Computing Surveys (CSUR), Volume 35 Issue 4

Full text available:  pdf(4.28 MB)

Additional Information: full citation, abstract, reference

As one of the most successful applications of image analysis and understandir received significant attention, especially during the past several years. At leas first is the wide range of commercial and law enforcement applications, and th technologies after 30 years of research. Even though current machine recogni level of maturity, their success is ...

Keywords: Face recognition, person identification

14 Compactly encoding unstructured inputs with differential compression

Miklos Ajtai, Randal Burns, Ronald Fagin, Darrell D. E. Long, Larry Stockmeyer

May 2002

Journal of the ACM (JACM), Volume 49 Issue 3

Full text available:  pdf(348.32 KB)

Additional Information: full citation, abstract, references,

The subject of this article is *differential compression*, the algorithmic task of fi of data and using them to encode one version compactly by describing it as a main goal of this work is to present new differencing algorithms that (i) opera of change), (ii) make no assumptions about the format or alignment of input (time, use constant spa ...

Keywords: Delta compression, differencing, differential compression

15 Computer Processing of Line-Drawing Images

Herbert Freeman

January 1974

ACM Computing Surveys (CSUR), Volume 6 Issue 1

Full text available:  pdf(3.18 MB) Additional Information: full citation, references, citings, index terms

16 Data clustering: a review

A. K. Jain, M. N. Murty, P. J. Flynn

September 1999

ACM Computing Surveys (CSUR), Volume 31 Issue 3

Full text available:  pdf(636.24 KB)

Additional Information: full citation, abstract, references, citin


Clustering is the unsupervised classification of patterns (observations, data items or data points) into groups (clusters). The clustering problem has been addressed in many contexts and it reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. It is a difficult problem combinatorially, and differences in assumptions and contexts make the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, indices, unsupervised learning

17 Automated hoarding for mobile computers

Geoffrey H. Kuenning, Gerald J. Popek

October 1997 ACM SIGOPS Operating Systems Review , Proceedings of the sixteen systems principles, Volume 31 Issue 5

Full text available:  pdf(2.05 MB)


Additional Information: full citation, references, citings

18 A survey of image registration techniques

Lisa Gottesfeld Brown

December 1992

ACM Computing Surveys (CSUR), Volume 24 Issue 4

Full text available:  pdf(5.20 MB)

Additional Information: full citation, abstract, references, citing

Registration is a fundamental task in image processing used to match two or more images taken at different times, from different sensors, or from different viewpoints. Virtually all image processing systems require the registration of images, or a closely related operation, as an intermediate step. Systems where image registration is a significant component include matching scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

19 Methods for message routing in parallel machines

Tom Leighton

July 1992 Proceedings of the twenty-fourth annual ACM symposium on Theory of Computing

Full text available:  pdf(2.32 MB)

Additional Information: full citation, references, citings, index terms

20 File and storage systems: Preserving peer replicas by rate-limited sampled

Petros Maniatis, David S. H. Rosenthal, Mema Roussopoulos, Mary Baker, TJ Giu
October 2003 Proceedings of the nineteenth ACM symposium on Operating sys

Full text available:  pdf(336.27 KB)

Additional Information: full citation, abstract, references,

The LOCKSS project has developed and deployed in a world-wide test a peer-to-peer system of persistent web caches that cooperate to detect and repair damage to their copies. On this experience, we present a design for and simulations of a novel protocol that incorporates rate limitation and ...




Keywords: digital preservation, rate limiting, replicated storage

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1 Integrating GNAT and GCC

Richard Kenner

November 1994

Proceedings of the conference on TRI-Ada '94

Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

2 Efficient instrumentation for code coverage testing

Mustafa M. Tikir, Jeffrey K. Hollingsworth

July 2002 ACM SIGSOFT Software Engineering Notes , Proceedings of the 2002 ACM SIGSOFT Software testing and analysis, Volume 27 Issue 4

Full text available: pdf(524.54 KB)

Additional Information: full citation, abstract, references


Evaluation of Code Coverage is the problem of identifying the parts of a program that are executed during runs of a program. The traditional approach for code coverage tools is to use static analysis. In this paper we present a new approach to dynamically insert and remove instrumentation to reduce the overhead of code coverage. We also explore the use of dominator tree information to determine the instrumentation points needed. Our experiments show that ...

Keywords: code coverage, dominator tree, dynamic code deletion, dynamic code instrumentation, testing

3 Bytecode compression via profiled grammar rewriting

William S. Evans, Christopher W. Fraser

May 2001 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2001 conference and implementation, Volume 36 Issue 5

Full text available:  pdf(1.03 MB)

Additional Information: full citation, abstract, references, ci

This paper describes the design and implementation of a method for compressing bytecoded instruction sets and interpreters for them. It accepts programs using a simple bytecoded stack-based instruction set, as well as programs. The system transforms the grammar, creating an equivalent grammar in the same language as the original grammar, but permits a shorter representation of programs and others like them. A program's de ...

Keywords: bytecode interpretation, context-free grammars, procedure representation, variable-to-fixed length codes

4 Ispike: A Post-link Optimizer for the Intel®Itanium®Architecture

Chi-Keung Luk, Robert Muth, Harish Patil, Robert Cohn, Geoff Lowney

March 2004 Proceedings of the international symposium on Code generation and runtime optimization

Full text available:  pdf(236.96 KB)

Additional Information: full citation

Ispike is a post-link optimizer developed for the Intel®Itanium Processor Family. It poses both opportunities and challenges to post-link optimizations. IPF offers a way to collect detailed profile information at a low cost, which is essential to post-link optimizations. At the same time, the prediction and bundling features on IPF make post-link code transformation easier on other architectures. In Ispike, we have ...

5 Protecting C programs from attacks via invalid pointer dereferences

Suan Hsi Yong, Susan Horwitz

September 2003 ACM SIGSOFT Software Engineering Notes , Proceedings of the 9th conference held jointly with 11th ACM SIGSOFT international symposium on software engineering, Volume 28 Issue 5

Full text available:  pdf(526.15 KB)

Additional Information: full citation, abstract, references

Writes via unchecked pointer dereferences rank high among vulnerabilities in C programs. The most common attacks use an unchecked string copy to cause a buffer overflow and overwrite address in the function's activation record. Then, when the function "returns", the attacker's code is executed. Other attacks may overwrite function pointers, setjmp buffers, or corrupt data to cause a denial of service. A ...

Keywords: buffer overrun, instrumentation, security, static analysis

- 6 **Defensive technology: Detection of injected, dynamically generated, and obfuscated code**
Jesse C. Rabek, Roger I. Khazan, Scott M. Lewandowski, Robert K. Cunningham
October 2003 Proceedings of the 2003 ACM workshop on Rapid Malcode



Full text available:  pdf(240.68 KB)

Additional Information: full citation, abstract, references

This paper presents DOME, a host-based technique for detecting several generations of executables. DOME uses static analysis to identify the locations (virtual addresses) of executables, and then monitors the executables at runtime to verify that every location identified using static analysis. The power of this technique is that it is applicable to real-world software, and high ...

Keywords: anomaly detection, code analysis, dynamic analysis, execution monitoring, code detection, static analysis, system calls

- 7 **Dynamic translation: Retargetable and reconfigurable software dynamic translation**
K. Scott, N. Kumar, S. Velusamy, B. Childers, J. W. Davidson, M. L. Soffa
March 2003 Proceedings of the international symposium on Code generation and runtime optimization

Full text available:  pdf(1.14 MB)  Publisher Site

Additional Information: full citation, abstract



Software dynamic translation (SDT) is a technology that permits the modification of instructions. In recent years, SDT has received increased attention, from both academic and effective approach to solving a variety of significant problems. Despite this, initiating a new project in software dynamic translation remains a difficult one in particular, to promote the adoption of SDT techn ...

- 8 **Motif/Lesstif Application Development: A tutorial designed to help you build applications**
Glen Wiley
August 1999 Linux Journal

Full text available:  html(42.85 KB)

Additional Information: full citation, index terms

- 9 **Dynamic Adaptive compilation: An infrastructure for adaptive dynamic optimization**
Derek Bruening, Timothy Garnett, Saman Amarasinghe
March 2003 Proceedings of the international symposium on Code generation and runtime optimization

Full text available:  pdf(1.16 MB)  Publisher Site

Additional Information: full citation, abstract

Dynamic optimization is emerging as a promising approach to overcome many limitations of static compilation. But while there are a number of compiler infrastructures for developing dynamic optimizations, very few for developing dynamic optimizations. We present a framework for infrastructure for dynamic optimizations. We provide an interface for building external modules, or client modification system. This interface abstracts away ...

10 Active memory: a new abstraction for memory system simulation

Alvin R. Lebeck, David A. Wood

January 1997 ACM Transactions on Modeling and Computer Simulation (TOMACS)

Full text available:  pdf(690.35 KB)

Additional Information: full citation, references, citations, i

Keywords: Cache memory, direct-execution simulation, memory hierarchy, on simulation

11 Compiling scheme to JVM bytecode:: a performance study

Bernard Paul Serpette, Manuel Serrano

September 2002 ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN programming, Volume 37 Issue 9

Full text available:  pdf(298.96 KB)

Additional Information: full citation, abstract, referen


We have added a Java virtual machine (henceforth JVM) bytecode generator to Bigloo. We named this new compiler BiglooJVM. We have used this new compiler to compile Scheme as a target for compiling strict functional languages such as Scheme. We have measured the execution time of many Scheme programs compiled to JVM. We found that for each benchmark, at least ...

Keywords: Java virtual machine, compilation, functional languages, scheme

12 Active memory: a new abstraction for memory-system simulation

Alvin R. Lebeck, David A. Wood

May 1995 ACM SIGMETRICS Performance Evaluation Review , Proceedings of the international conference on Measurement and modeling of computer systems

Full text available:  pdf(1.28 MB)

Additional Information: full citation, abstract, references, ci

This paper describes the *active memory* abstraction for memory-system simulation specifically for on-the-fly simulation, memory references logically invoke a user-defined action on each reference, including "no action" for the common case of cache implementation details, implementation ...

13 OOPAL: integrating array programming in object-oriented programming

Philippe Mougin, Stéphane Ducasse

October 2003 ACM SIGPLAN Notices , Proceedings of the 18th annual ACM SIGPLAN programming, systems, languages, and applications, Volume 38 Issue

Full text available:  pdf(158.90 KB)

Additional Information: full citation, abstract, references,


Array programming shines in its ability to express computations at a high-level manipulate and query whole *sets* of data at *once*. This paper presents the OPA programming with array programming features. The goal of OPA is to determine what must be made to the traditional object model in order to take advantage of this is based on a minimal extensio ...

Keywords: array programming, f-script, high-level language, high-order mess.

14 Trapolined style

Steven E. Ganz, Daniel P. Friedman, Mitchell Wand

September 1999 ACM SIGPLAN Notices , Proceedings of the fourth ACM SIGPLAN in programming, Volume 34 Issue 9

Full text available:  pdf(1.12 MB)

Additional Information: full citation, abstract, references, ci

A trapolined program is organized as a single loop in which computations are to proceed in discrete steps. Writing programs in trapolined style supports parallel language support for continuations. Various forms of trapolining allow for different threads. We present two architectures based on an only mildly intrusive tramp supported at multiple levels of granularit ...

15 An empirical study of static call graph extractors

Gail C. Murphy, David Notkin, William G. Griswold, Erica S. Lan

April 1998 ACM Transactions on Software Engineering and Methodology (TOSEM

Full text available:  pdf(1.73 MB)

Additional Information: full citation, abstract, references, cit

Informally, a call graph represents calls between entities in a given program. to determine the applicability of an optimization must typically be conservative never occur in any execution of the program. Numerous software engineering expectation that they will help software engineers increase their understanding placed on software engineering t ...

Keywords: call graphs, design space, empirical study, software system analys

16 StackThreads/MP: integrating futures into calling standards

Kenjiro Taura, Kunio Tabata, Akinori Yonezawa

May 1999 ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN symposium on parallel programming, Volume 34 Issue 8

Full text available:  pdf(1.58 MB)

Additional Information: full citation, abstract, references, citations

An implementation scheme of fine-grain multithreading that needs no change to sequential languages and modest extensions to sequential compilers is described. It performs an asynchronous call as if it were an ordinary procedure call, and the callee suspends or either of them migrates to another processor. Unlike previous work, it connects arbitrary frames generated by of ...

17 Target-sensitive construction of diagnostic programs for procedure calling

Mark W. Bailey, Jack W. Davidson

May 1996 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1996 conference on programming language design and implementation, Volume 31 Issue 5

Full text available:  pdf(824.86 KB)



Additional Information: full citation, abstract, references, citations

Building compilers that generate correct code is difficult. In this paper we present a technique that closes the gap between actual compiler implementations and correct compiler implementations. To support procedure calling conventions, we have built a target-sensitive test suite generator. In this aspect of compiler code generators the procedure calling sequence generator. In this target-specific test suites, our auto ...

18 An empirical study of static call graph extractors

Gail C. Murphy, David Notkin, Erica S.-C. Lan

May 1996 Proceedings of the 18th international conference on Software engineering

Full text available:  pdf(863.42 KB)  Publisher Site

Additional Information: full citation, abstract, references, citations

Informally, a call graph represents calls between entities in a given program. To determine the applicability of an optimization must typically be conservative. It never occurs in any execution of the program. Numerous software engineering tools have been developed with the expectation that they will help software engineers increase their understanding of programs placed on software engineering tools ...

Keywords: C call graphs, CIA, Field, cflow, compilers, extraction tools, false name, mk-functmap, mosaic, optimization, program compilers, program diagnostics, program analysis, quantitative analysis, rigiparse, software engineering tools, software tools, static call graph extractors, understanding task

19 SPAID: software prefetching in pointer- and call-intensive environments

Mikko H. Lipasti, William J. Schmidt, Steven R. Kunkel, Robert R. Roediger

December 1995 Proceedings of the 28th annual international symposium on Microarchitecture

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20 Compiler techniques for code compaction

Saumya K. Debray, William Evans, Robert Muth, Bjorn De Sutter

March 2000 ACM Transactions on Programming Languages and Systems (TOPLA)

Full text available:  pdf(409.20 KB)

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In recent years there has been an increasing trend toward the incorporation of techniques where the amount of memory available is limited. This makes it desirable to transform code where possible. This article explores the use of compiler techniques to accomplish this. Executables. The main contribution of this article is to show that careful, aggressive transformations together with procedural abstraction can reduce code size by a significant amount.




Keywords: code compaction, code compression, code size reduction

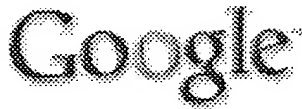
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... The **local** registers and the input registers (0-5) are still treated as "call
... do not need **prologue/epilogue** sequences generated by the compiler. ...
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... execute code which **calls** the **stub** first, and then transfers to its own trap
handler. ... defines a test_expr that **calls** gdb_test multiple times. ...
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... branch target register load optimization before **prologue** / **epilogue** threading.
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... **prologue/epilogue** if it would take more insns than an inline **prologue/epilogue**.
... Set DECL_ABTRACT_ORIGIN before pushdecl call for **local** variables. ...
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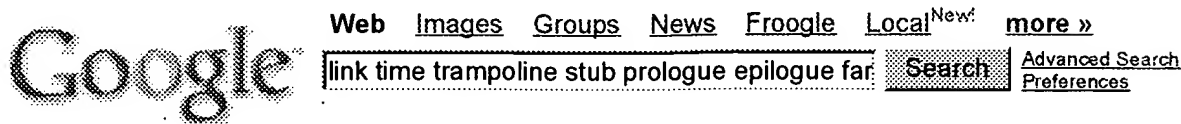


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... to expand into the standard size of a function's **epilogue**. ... machine has
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... through an import **stub** (which may be inlined at compile **time** if the **call** is
 ... statically bound at **link time**, so the linker must supply an import **stub** ...

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Unix Manual Entry for gcc (1)

... 0x4 executed 1 **time(s)** With "**__bb_hidecall__**", control transfer due to **call**
 ... -mlong-calls -mno-long-calls Treat all calls as being **far away (near)**. ...

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... Each **time** GDB builds an internal type, it marks it with one of these types.
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... Since there is only one compiler, it is also accurate to **call** it "GCC" no matter
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... of line **prologue/epilogue** if it would take more insns than an inline

prologue/epilogue. ... (**trampoline** macros): **Call trampoline** functions in rs6000.c. ...

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... You **call** this function several times, one each for every column of the table

... this to evaluate to nonzero if the program is stopped in the **trampoline** ...

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... You **call** this function several times, one each for every column of the ...

Everything else is unnecessary for the proper operation of the debugger/**stub**. ...

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... ("call"): Look at the symbol to see if it's a **far** or **near** function. ...

Move updating of total_code_bytes from **prologue** to **epilogue**. ...

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Mon Jan 13 19:12:18 1992 Jim Wilson (wilson at wookumz.gnu.ai.mit ...

... out-m88k.c (m88k_output_{**prologue,epilogue**}): Renamed. ... calls

to 'emit_move_insn', which takes about 1/2x the compilation time when **called** directly. ...

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... (LEGITIMIZE_ADDRESS): Just a **stub** now. **Call** hppa_legitimize_address to do the

... record the fact for the **call** define_expands and **prologue** expander to ...

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... **calibres** **caliph** **caliphs** **call** **calls** **call** **calling** **call** **called** **call-up** **call-ups**

... **epileptics** **epilogue** **epilogues** **episode** **episodes** **epistle** **epistles** **epitaph** ...

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Using ...

... uses a **call** instruction on 68HC12 and for 68HC11 it generates a **sequence** of ...
 The **trampoline** is generated automatically by the **linker** when an address ...
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>From owner-simulators Tue Aug 15 13:29:35 1995 Received: from ...

... primarily of a three instruction "**trampoline**" that redirects the **call** to ... machine-independent if you could convince the dynamic **linker** to **call** out to ...
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Fix Linux/i386 signal **trampoline** reconginition.

... FYI, I just checked in a patch that fixes Linux/i386 signal **trampoline** ... The **IN_SIGTRAMP** macro in **tm-linux.h** arranges to only **call** us if no function ...
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David S. Miller - [RFA] Add sparc-linux-tdep

... code **sequence** should be somewhat reliable, because + the effect is to **call** ... function's real address, we + need to skip over the dynamic **linker** **call**. ...
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GCC for MMIX - the ABI

... but only for instructions that the assembler and **linker** will not expand. ... be chosen dynamically for best MMIX code (even per-**call** within a function), ...
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... Example 9.b and Figure 9.c detail a full example of a stack smashing **sequence**. If this ...
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... **Call sequence**. The K-machine uses a "3-point" calling **sequence**. ... The oldest frame on the stack contains a **trampoline** that reloads the stack from ...
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... Example 9.b and Figure 9.c detail a full example of a stack smashing **sequence**. ... 2)
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Larceny Note #7: Foreign Function Interfaces

... function interface must present the correct procedure name to the **linker**. ... but they run in **sequence** during a **call-out** or **call-back** without any other ...
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... a static /bin/sh execution **sequence** must appear somewhere in memory so that a ... 2)

{ printf ("**Trampoline call** returned the wrong value\n"); ...

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... incorporated into the operating system, or **code inserted** into a program. ... the instrumentation **code**. The **linker** processes the entire program, ...

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... translated into small **code** fragments, called **trampolines**, and **inserted** into the program. ... **code sequence** we could reduce the overhead by 7 clock ...

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... **code** cache management, a dynamic **linker**, and a virtual ... dynamic check is done in the **code** that is **inserted**. Figure 2 shows an operational view of the ...

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... builder begins to form a **sequence of code** called a fragment. ... The **inserted code** saves a portion of the application context and then looks up the ...

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... like GMM by using the LD_PRELOAD environment variable to **insert** itself ...

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